

From: Stewart Adcock
To: Microsoft ATR
Date: 1/16/02 5:22pm
Subject: Microsoft Settlement

Honorable Sir,

It has come to my attention that Microsoft has recently acquired several fundamental patents for 3D graphics technology and techniques from SGI, Inc. This is a dangerous situation; it grants Microsoft significant leverage over the independent 3D hardware manufacturers who are currently supporting the only rival to Microsoft's Direct3D graphics API, OpenGL. I believe this is further indication that Microsoft intends to extend its monopoly by squeezing out competing standards and technology.

This latest move by Microsoft to acquire core 3D technology patents provides Microsoft with the power to force third party 3D hardware manufacturers to drop support for OpenGL, and ultimately stifle innovation and competition in the marketplace. Discountinued support for OpenGL by third parties will seriously inhibit the ability of other operating systems to offer a feasible alternative to Microsoft's offerings for graphic intensive applications. Computer game developers will have no option but target Microsoft's gaming platforms. Scientists and engineers will be forced to use Microsoft's visualisation platforms.

Please do not let this come to pass.

Thank you,

Stewart Adcock.

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